

Maneuver (B363+)	Description	Active Defense	Movement
Aim (Ranged)	Aim a ranged weapon to get its Acc bonus (+1 for bracing, +1 for 2 turns, +2 for 3+ turns) <i>The combined bonus from all targeting systems cannot exceed the weapon's base Accuracy</i>	Any*	Step (None with braced two-handed weapon)
All-Out Attack (Melee)			
Determined	+4 to hit	None	Half Move (forward)
Double	2 attacks on same foe with ready hand/weapon (weapon attacks -4 to off-hand)	None	Half Move (forward)
Feint	Make one feint and one attack on same foe (ranged as well as melee)	None	Half Move (forward)
Long	Increase reach by 1 yard (Swing attacks at -2 dmg. or -1 per die), may end in crouch (MA87)	None	Half Move (forward)
Strong	+2 to damage (or +1 per damage die)	None	Half Move (forward)
All-Out Attack (Ranged)	<i>For optional ranged feints, see MA121</i>		
Determined	+1 to hit	None	Half Move (forward)
Suppression Fire	Weapon must have RoF 5+ (B409)	None	Half Move (forward)
All-Out Defense			
Increased	+2 to one Active Defense until next turn (Increased Dodge allows up to Half Move)	Any	Step (or Half Move)
Double	Two <i>different</i> Defenses against one attack	Any	Step
Attack	Attack unarmed or with a ready weapon (melee weapon attacks -4 to off-hand)	Any	Step (before or after attack)
Change Posture	Standing, sitting, kneeling, crawling, prone, lying face up (see B364 and MA98)	Any	None
Concentrate	Focus on a mental task	Any†	Step
Committed Attack (Melee)	<i>MA100</i>		
Determined	+2 to hit	Special‡	Step (or 2 Steps, at -2 to hit)
Strong	+1 to damage (or +1 per two <i>full</i> damage die), ST-based attacks only	Special‡	Step (or 2 Steps, at -2 to hit)
Defensive Attack (Melee)	Balanced weapon: +1 Parry/Block, Unbalanced weapon: +1 Parry/Block with different weapon or Parry with the same weapon, Kick: +2 to avoid Leg Grapple and DX rolls to avoid falling. -2 to damage (or -1 per die if worse), foe gets +1 to defend against a grab or grapple	Any	Step (before or after attack)
Do Nothing	Take no action (Active Defenses at -4 if taking Do Nothing due to Stun; roll vs. HT/IQ)	Any	None
Evaluate (Melee)	Study a foe prior to a melee attack (+1 per turn to subsequent attacks or feints, max. +3); may also use the Evaluate bonus to cancel out penalties from Deceptive Attacks or feints	Any	Step
Feint (Melee)	<i>May use the highest Melee Weapon or unarmed combat skill to resist a feint - for optional ranged feints, see MA121</i>		
Beat	Contest of ST-based combat skill vs. foe's ST- or DX-based skill (MA100)	Any	Step
Defensive Feint	Apply the penalty from a successful Beat, Feint, or Ruse to foe's attack roll instead of defense	Any	Step
Feint	Contest of combat skill (melee or ranged) vs. combat skill, cloak/shield, or DX	Any	Step
Ruse	Contest of IQ-based combat skill vs. foe's Per-based skill, DX-based skill, or Tactics (MA101)	Any	Step
Move and Attack	Move and attack at a penalty (Ranged: -2 or weapon's Bulk; non-slam Melee: -4, max. skill 9). For <i>thrusting</i> attacks, may use slam damage (HP x velocity/100). Not compatible with Flurry of Blows, Mighty Blow, Giant Step, Combos, Rapid Strike, or Deceptive Attack (except slams, etc.)	Special§	Full Move (-2 to avoid falling)
Move	Do nothing but move (see <i>Sprinting</i> , B354, and <i>Acrobatic Movement</i> , MA105-MA107)	Any	Full Move
Ready	Ready or reload a weapon, adjust reach (B269), change grip, change hands (MA102)	Any	Step
Wait	Hold your action, then take an Attack, All-Out Attack, Committed Attack, Defensive Attack, Feint, or Ready. Can also attempt a Stop Hit (MA108)	Any	Varies

* Taking an active defense spoils your Aim; if you are injured, make a Will roll or lose your Aim.

† Taking an active defense or being knocked down, injured, distracted etc. requires a Will-3 roll to maintain.

‡ The attacker cannot parry with the hand(s) he used to attack, block if he attacked with his shield or cloak, or dodge if he kicked. He can use any other defense, but at -2. He cannot retreat.

§ If you attacked using an arm, you cannot use that arm to parry (if the attack involved a fist, elbow, or weapon) or block (if you used a shield or cloak). If you used any other body part to attack, you cannot dodge. You can use any other defense, but you cannot retreat.

Deceptive Attack (B369): Target suffers a -1 to active defense for every -2 taken to melee skill, or -1 to Dodge for every -2 taken to ranged skill (min. of 10).

Dual-Weapon Attack (B417): Use both hands to make two attacks (including pistols), both at -4, to replace one normal attack. Off-hand at the usual -4 for weapon attacks. Can target separate foes (if adjacent for melee). Foe defends at -1 if he is the target of both attacks.

Rapid Strike (B370, HT85): Make two attacks (with a ready hand/weapon), both at -6, to replace one normal attack. Can target separate foes (within a 30° angle for Ranged). Ranged attacks require a weapon with RoF of 2+. Divide the RoF evenly into two separate attacks, and use each to determine the rapid-fire bonus.

Telegraphic Attack (MA113): +4 to hit (melee), +2 to defend against. Incompatible with Deceptive Attack, Evaluate, Riposte, or Feint. Does *not* affect crit chance.

Tip Slash (MA113): Swing a thrusting impaling weapon to do cutting damage equal to the weapon's impaling damage -2.

Cross Parry (MA121): Commit two ready melee weapons to a single parry, using the better Parry score +2 and combining their weights (for purposes of breaking).

Neither hand can parry again this turn.

Riposte (MA124): Take a penalty to your Parry (min. of 8), not including modifiers. If your Parry succeeds, and you attack using the parrying weapon next turn, apply the same penalty to your foe's Parry (hand or weapon), Block (shield), or Dodge (non-hand unarmed strike), or half that penalty to all other defenses.

Supported Parry (MA121): Use a ready (empty) hand to support a parrying weapon for +1 as if it were a two-handed weapon. Neither hand can parry again.

Extra Effort: A critical failure on these rolls causes an additional 1 HP of injury to arm (block, parry, attack) or leg (dodge or kick), no DR (B357). May use no more than one offensive option (Flurry of Blows, Giant Step, Great Lunge, Heroic Charge, Mighty Blows) and one defensive option (Feverish Defense or Rapid Recovery).

Flurry of Blows: Spend 1 FP *per attack* to halve the penalty for a melee Rapid Strike (B370, usually -6).

Giant Step: Spend 1 FP for one extra step (before or after your attack) during an Attack or Defensive Attack.

Great Lunge: Spend 1 FP to get the effects of All-Out Attack (Long) without losing defenses (incompatible with All-Out Attack, Defensive Attack, Defensive Grip).

Heroic Charge: Spend 1 FP during a Move and Attack to ignore the skill penalty and cap (except for Acrobatic Attack or Flying Attack).

Mighty Blow: Spend 1 FP *per attack* to get the All-Out Attack (Strong) damage bonus to a melee Attack without losing defenses.

Feverish Defense: Spend 1 FP to add +2 to a single active defense roll (except when using All-Out Attack or Committed Attack).

Rapid Recovery: Spend 1 FP to parry with an unbalanced weapon during an Attack, or any weapon during a Move and Attack

Posture (B367, B551)	Attack	Defense	Target	Movement
Standing	Normal	Normal	Normal	Normal (may <i>Sprint</i> , B354)
Crouching	-2	Normal	-2	2/3 (or +1/2 MP per hex)
Kneeling	-2	-2	-2	1/3 (or +2 MP per hex)
Crawling	-4 (reach "C")	-3	-2*	1/3 (or +2 MP per hex)
Sitting	-2	-2	-2	None
Lying Down	-4	-3	-2*	1 yard/second

Attack is the modifier when making a melee attack from this posture (no effect on ranged attacks).

Target is the modifier to hit your torso, groin, or legs with a ranged attack - no penalty for other hit locations if visible.

* If attacker is at the same or lower elevation and farther away than his own height, he attacks your torso as if it were half exposed (-2 to hit), and cannot attack your groin, legs, or feet at all. If you also have your head down, he cannot attack your neck, eyes, or face.